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INSTALLING AND UNINSTALLING

INSTALLING HITMAN: CONTRACTS

1. Quit all applications and close all windows on your desktop.

2. Insert the HITMAN: CONTRACTS CD into your CD-ROM drive. After you close the drive door, the HITMAN: CONTRACTS installation menu will appear.

NOTE: If AutoPlay is disabled, the menu will not appear. To manually access the installation menu, double-click on the MY COMPUTER icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally double-click on AUTORUN.EXE to open the installation menu.

3. From this point, follow the onscreen prompts to proceed through the installation.

4. When installation is complete, you will see options to: a) launch the game; b) quit without playing the game; or c) read the Readme text file. (Refer to the Readme file for updates, manual alterations and troubleshooting.)

UNINSTALLING HITMAN: CONTRACTS

To uninstall the game, use any one of the following three methods:

1. Insert the CD into the CD-ROM drive to activate AutoPlay. This will bring up the Launch Panel. Click on UNINSTALL and follow the onscreen prompts.

2. Click on the START button from the Windows taskbar. Choose PROGRAMS from the pop-up menu. Locate the HITMAN: CONTRACTS shortcut menu, click on UNINSTALL and follow the onscreen prompts.

3. Go to the Control Panel and select ADD/REMOVE PROGRAMS. Click on HITMAN: CONTRACTS, click on the ADD/REMOVE button and follow the onscreen prompts.

NOTE: If you experience difficulties uninstalling HITMAN: CONTRACTS, please consult the Troubleshooting and Performance Issues section of the ReadMe File.

DEFAULT CONTROLS

MENU CONTROLS

mouse movement or arrow (cursor) keys	Highlight selection
left mouse button or **Enter** key	Confirm selection
click BACK button/**Esc** key	Cancel selection

GAMEPLAY CONTROLS

E key	Action
right mouse button	Inventory/Exit sniper mode/Zoom map out
G key	Drop weapon or item
Q key	Draw/Holster weapon
1 key	Equip close combat weapon
2 key	Equip Pistol
3 key	Equip Sub-machine Gun
4 key	Equip Rifle
5 key	Equip Binoculars
6 key	Equip Night Vision Goggles
7 key	Equip Lockpick
M key	Map
left Ctrl key	Crouch/Sneak
spacebar	Toggle Crouch/Sneak
left Shift key	Run
Caps Lock key	Toggle Run
left mouse button	Fire/Zoom map in
R key	Reload
F1 key	Toggle 1st and 3rd person camera mode
F12 key	Take screenshot
Esc key	Open/Close Pause/Options menu
B key	Mission briefing
Z/C keys	Lean left/right
mouse wheel up/down	Zoom in/out Scroll up/down list Scroll through maps
W/A/S/D keys	Move forward/back Strafe left/right
mouse movement	Look up/down Turn left/right

START

Select START in the Main Menu to begin a new game. Before the game begins, select your difficulty level.

• SELECT DIFFICULTY

This menu allows you to select a difficulty level (Normal, Expert or Professional).

A number of different factors are influenced by the difficulty level you choose. These factors include:

• The amount of damage Hitman can receive before dying.

• The amount of accuracy shown on the map.

• The reaction speed and firing accuracy of guards and targets.

Each difficulty level has its own permitted number of progress saves per mission.

• NORMAL – 7 saves allowed per level.

• EXPERT – 2 saves allowed per level.

• PROFESSIONAL – 0 saves allowed per level.

OPTIONS

Adjust various graphics, sound and control settings in the game. (See page 6.)

LOAD

If you previously saved your game, you can continue it from the Load Screen accessed from the Main Menu.

If you have HITMAN: CONTRACTS save game data on your hard drive, then when you select LOAD from the Main Menu, a list of your save games will be displayed.

Select the save game you want to resume. The game will be restored at the point where it was saved.

TRAINING

The training area allows you to become familiar with the controls and various abilities of Hitman in a non-hostile environment. It is highly recommended that you practice the techniques you will need before starting your missions.

The training area also serves as a storage area for the weapons you collect during missions. Each silhouette represents a weapon that you can collect or unlock during the game.

CREDITS

Select CREDITS from the Main Menu to see a roster of those responsible for HITMAN: CONTRACTS.

OPTIONS

GRAPHICS OPTIONS

To open the Options Menu, select OPTIONS from the Main Menu or press the **Esc** key to pause a game and select OPTIONS from the Pause Menu.

Three sub-menus are available with options for adjusting the game's Graphics, Sound and Control Setup.

GRAPHICS OPTIONS

Use these two menus to set your graphics and display choices.

• DRAW DISTANCE: Drag the slider right to increase the visible distance.

• OBJECT DETAIL: Drag the slider right to increase the level of detail on objects.

• SHADOWS: Enable or disable character shadows.

• WEATHER EFFECTS: Enable or disable weather effects.

• SUBTITLES: Enable or disable the display of in-game subtitles.

• BLOOD AND GORE: Toggle the display of blood ON/OFF.

• RESOLUTION: Set the display resolution.

• TEXTURE RESOLUTION: Drag the slider right to increase texture quality.

• TEXTURE FILTER: Set BILINEAR (fastest), TRILINEAR (slower), or ANISOTROPIC (slowest).

• DXT COMPRESSION: Enable or disable texture compression.

• GAMMA CORRECTION: Adjust the screen brightness.

• POST FILTER: Adjust the slider to change the level of special graphics effects applied in the game. (You need a modern graphics card to take advantage of the latest graphics effects.)

SOUND OPTIONS

SOUND OPTIONS

Use this menu to configure sound and audio settings:

• MUSIC: Move the slider to adjust the game's music volume.

• SPEECH: Move the slider to adjust the volume of spoken dialogue.

• EFFECTS: Move the slider to adjust the volume of in-game sound effects.

• 3D SOUND RENDERER: Set DIRECTSOUND or OPEN AL.

• EAX: Enable EAX 3D sound.

• NUMBER OF VOICES: Set the maximum number of voices played at one time.

HITMAN: CONTRACTS EAX ADVANCED HD (3.0) SUPPORT

Each location in the HITMAN: CONTRACTS game world has its own set of acoustics properties, providing lifelike EAX® ADVANCED HD™ Environmental Reverb.

EAX® Environment Morphing™ smoothes the transition between rooms, while EAX Occlusion muffles sound sources in different zones.

These EAX® ADVANCED HD™ technologies are combined to serve up a super-realistic sonic experience when you play HITMAN: CONTRACTS on a Sound Blaster® Audigy® 2 ZS sound card!

CONTROL SETUP OPTIONS

CONTROL SETUP OPTIONS

Use this menu to configure various control settings:

• MOUSE SPEED: Drag the slider to the right to increase overall mouse sensitivity.

• INVERT UP/DOWN AIM: Change this option to switch the movement control on the Y axis. If you find yourself looking down at the floor when you want look up, try adjusting this setting.

• HORIZONTAL TURN SENSITIVITY: Move the slider to adjust the speed at which Hitman turns. Higher settings make Hitman turn faster.

• VERTICAL TURN SENSITIVITY: Move the slider to adjust the speed at which Hitman looks up and down. Use a higher setting for faster response.

• BUTTON CONFIGURATION: Make your own control assignments for the keyboard and/or mouse. To change the mapping, click on a command and then press the new key or mouse button.

SAVE AND LOAD

Press the **Esc** key during play to pause the game and access the In-Game Menu, which offers the following options:

SAVE

While playing HITMAN: CONTRACTS, you'll want to save your game often to preserve your progress.

To save a game:

1. Press the **Esc** key to pause the game.

2. Select SAVE GAME from the menu.

3. Select CREATE NEW to create a new save game or select a save game to overwrite.

5. To resume a saved game, follow the steps in LOAD below.

NOTE: You cannot save your game while performing some complicated actions.

LOAD

You can resume save games by using the LOAD option from either the Main Menu or the In-Game Menu.

If HITMAN: CONTRACTS save game data is available on your hard drive, then when you select LOAD, a list of available save games is displayed.

Select a save game to load it. The game will be restored at the point where it was saved.

✖ IN-GAME MENU

DELETE SAVE GAMES

You can delete save games by using the DELETE SAVE GAMES option in the In-Game Menu. Select the unwanted save game to delete it.

OPTIONS

Select this option to access the Options Menu. Options available in this menu are the same as those found in the Main Menu Options Menu. (See page 6.)

RESTART MISSION

Select this option to restart the current mission.

QUIT

Select this option to quit the current game and return to the Main Menu.

CONTINUE GAME

Select this option to exit the In-Game Menu and resume the current game.

MISSION BRIEFING

When Hitman receives a mission from Agency, the details are always delivered through the Mission Briefing Screens. All information valid to the mission is stored in this briefing, which you can display at any point during a mission.

The following information is usually available from the Briefing Screen:

• Target profiles and descriptions.

• Any additional mission objectives.

• Background information on the mission scenario.

• Escape and exit points.

Once an objective has been met, it will be marked off as completed.

✖ WEAPON AND ITEM SELECTION

WEAPON SELECT SCREEN

Once you complete a mission successfully, you can replay it with the weapons you've collected in previous missions. These weapons are selectable from the Weapon Select Screen.

> NOTE: When you are finished with this screen, press the right arrow key to proceed to the mission, or the **Esc** key to return to the previous screen.

• EQUIPMENT

This shows a list of weapons and equipment you can take along for the mission ahead. Select the item you want to equip to add it to your Inventory.

• When a weapon is equipped, it will be marked with a cross.

• To deselect a weapon, select it again.

• SPECIFICATIONS

This displays the weapons specifications. The information

detailed here can include ammo type, caliber, clip capacity, length, weight and storage.

• WEAPON DISPLAY

An image of the currently selected item appears at the top of the Specifications window.

INVENTORY

Press the right mouse button during a mission to display the Inventory. This menu allows fast access to the Weapons and Item Inventory.

To use an item from the Inventory, highlight it using the mouse wheel or **A**/**D** keys and press the left mouse button to equip it.

To discard or drop an item, highlight it and press the **G** key.

Detailed information on both weapons and items appears at the bottom of the screen.

> NOTE: You cannot drop or discard items that are crucial to Hitman's progress.

ON-SCREEN DISPLAY

ON-SCREEN DISPLAY

• HEALTH BAR

This bar shows Hitman's current health. Every time Hitman sustains damage the bar decreases.

If the bar dips to the danger point, below 25% capacity, it turns red to alert you to Hitman's predicament.

NOTE: Damage is location-based. This means a shot to the head is almost certain to kill Hitman while a shot to the arm will not.

• THREAT METER

Displayed next to the Health Bar, the Threat Meter gives an indication of the danger Hitman faces. An increase in movement signifies an increase in danger. The meter can alert you to potential problems such as a failed disguise or Hitman being spotted in restricted access zones.

• ACTION LIST

This Action List displays a list of context-sensitive choices. Use this menu to control complex interactions in the game environment. With its options you can manipulate doors, victims, vehicles and items.

If only one choice appears on the list, press the **E** key to perform that action. If you have multiple choices, hold down the **E** key and use the mouse wheel or the **W/S** keys to highlight the option you want. Release the **E** key to perform the selected action.

STATISTICS

• WEAPON DISPLAY

Displayed in the bottom right corner of the screen, the Weapons Display shows an icon of the currently equipped weapon.

• AMMO DISPLAY

This is a graphical and numerical display of the current ammo level in both the clip currently in the weapon and the total bullet count for all remaining clips.

• CROSSHAIRS

The crosshairs represent the exact point at which Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired from the currently equipped weapon.

The larger the crosshairs the wider the grouping of any shots fired.

• INFORMATION BOX

Useful information and warnings are displayed here.

STATISTICS

After a successful hit and the fulfillment of all mission objectives, a ratings screen is displayed to show performance levels. The statistics are presented as a mission and overall score and give a breakdown of the stealth and aggression levels used in the mission.

NOTE: You can earn bonuses by completing missions with a high level of professionalism.

TECHNIQUES

DISGUISES

You can use disguises and costume changes to throw off pursuers and gain access to restricted areas. When you're wearing a disguise, it is important that you perform actions natural to the character you're impersonating. Alert guards and soldiers will notice suspicious behavior and inconsistent weapon usage.

SNEAKING

The ability to successfully sneak through areas undetected is a very important skill to master. When he's moving in Sneak Mode, Hitman's movement is completely silent. With patience and skill it is possible to sneak through almost any environment and creep up behind any enemy. Before entering rooms that potentially contain a threat, it is always worth your time to spy through the keyhole or check your map for activity.

CLOSE COMBAT AND SILENT KILLS
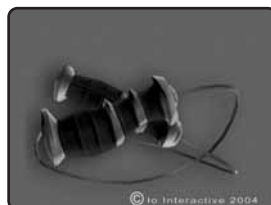
Hitman's most powerful weapons are also the most difficult to master. Close combat weapons allow Hitman to neutralize targets without raising alarms or creating unwanted noise.

Close combat weapons are most effective when used from behind on an unsuspecting enemy. In order to get close enough to use the weapons successfully, Hitman must use sneaking techniques. Once he's directly behind an enemy, the fully charged close combat weapons will deliver a fatal blow.

Close combat weapons can also be used in melee attacks but their effectiveness is seriously reduced.

WEAPONS

PISTOLS AND HANDGUNS

Pistols and handguns offer a wide range of power, capacity and caliber. Easily concealed and once silenced, the pistol can be one of the most effective tools in Hitman's arsenal. When used in both hands, pistols pack a high level of firepower. Clip capacity and accuracy over distance are the main drawbacks for the handgun class.

SUB-MACHINE GUNS (SMGs)

Typically issued to commando forces in the military, sub-machine guns are small, lightweight and often use pistol ammunition. Designed for use in close quarters, SMGs are often inaccurate. This is more than compensated for by their high rate of fire and maneuverability.

ASSAULT RIFLES

The military-designed assault rifles were developed for fire support and combat over distances of up to 300m. The rifle is in its element when used outdoors and over distance. Single shot and burst fire are a necessity if you want to maintain accuracy.

WEAPONS

SHOTGUNS

Devastatingly powerful at close range, the shotgun's defining characteristics are having a smooth bore and firing "shot" from an explosive cartridge. Designed for close combat situations, the shotgun is mainly used by law enforcement agencies and as a hunting weapon.

MACHINE GUNS

Fully automatic, low-caliber and capable of rapid fire, the machine gun is designed to provide suppressing cover fire more than aim and accuracy.

SNIPER RIFLES

In the hands of trained professionals, the sniper rifle is perhaps the most powerful of all projectile weapons. Offering precision and accuracy over long distances, this weapon can be used to eliminate targets from a safe position.

The W2000 Sniper Rifle is Hitman's rifle of choice and comes silenced and concealable in its own briefcase.

NOTE: Crouching while aiming improves the accuracy and reduces the movement of the rifle in Hitman's hands.

EQUIPMENT

BINOCULARS

Excellent for surveillance and spying on targets from a distance.

MAP

Hitman is equipped with a map of his surroundings at all times. Using the map to plan your route can prevent unwanted surprises and will often reveal hidden access points.

NIGHT VISION GOGGLES (NVGs)

When worn in a dark environment, night vision goggles amplify the light levels, allowing you to navigate through darkened areas. Normally confined to military use, the NVGs will draw suspicion if noticed by guards or civilians.

HINTS AND TIPS

• Proper planning always increases the chance of making a successful hit. Spend time on surveillance and try changing your approach if your current plan isn't working.

• High-caliber ammunition will penetrate doors and obstacles.

• Sound is Hitman's friend. Loud music can often mask the sound of gunshots, allowing the use of firearms to go unnoticed.

• Keep your eye on the Threat Meter when accessing areas that are out of bounds.

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"Le Souteneur (Mr Claude)"
(R. Mussard / R. Mussard).
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de Mars / EMI Virgin Music
Publishing France.
Avec l'autorisation d'Emi
Music Publishing France.

"Brand New Image"
Performed by Cecilia
Cheung.
Courtesy of Universal Music
Hong Kong.
Licensed by Kind
permission from the Film &
TV Licensing Division, Part
Of The Universal Music Group.

"Walking Dead"
Performed
by Puressence.
Courtesy of Universal-Island
Records Ltd.
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Of The Universal Music Group.

"Immortal" (Fallon / West)
Performed by Clutch
Published by Rykomusic Inc
(ASCAP) / Earl Music Co.
(ASCAP)
Taken from the CD "Pure
Rock Fury" Atlantic 7567-
83433-5 (2001).

"Put Your Head on my
Shoulder"
Performed by
Paul Anka.
Licensed courtesy of BMG
UK & Ireland Ltd.
Written by Paul Anka.
Published by ChrysalisMusic Ltd.

Wewe - Happy Day
Original Title: Festival
Original Author:
Chu, Young Hoon
Sub Author: Lin Min
Original Publisher: The
Music Asia Co. Ltd.
Sub Publisher: Rock Music
Publishing (Taiwan) Co., Ltd.

Licensed Music Sourced by i10Q

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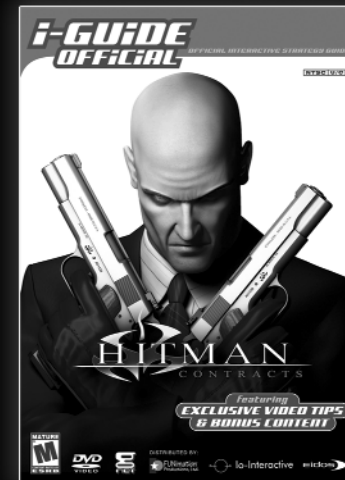Copyright © 1997-2003 by RAD Game Tools, Inc.

NOTES...

THE HIGH RANGE.

THE MID RANGE.

...THE BEST RANGE.

Sound BLASTER

AUDIGY2 NX

Get CREATIVE

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- Improve CD and MP3 music with EAX® Acoustic Enhancements
- Encounter audio realism with EAX® ADVANCED HD™ games
- Easily connect speakers, mic, headphones and audio devices
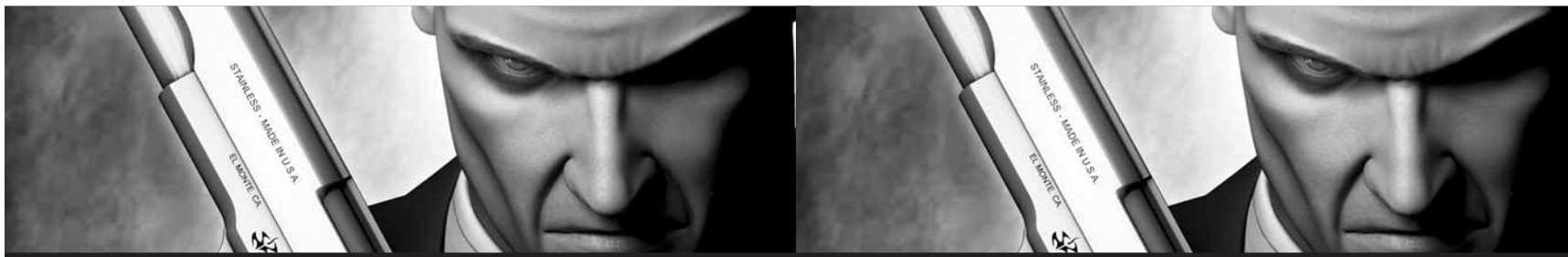- Create high resolution recordings at 24-bit/96kHz

Recommended Companions

Creative Inspire T7700

For more details, check out www.soundblaster.com

CONTACTING TECH SUPPORT

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. *(When contacting us via email or fax, please ensure you put the game title in the subject of your message.)*

ASSISTANCE VIA THE WORLD WIDE WEB

The fastest way to answer most questions is by visiting our online support. You may find the latest support information at http://support.eidosinteractive.com/GI/CustomerSupport/FaqSearch.jsp. Our support FAQs are available 24-7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

ASSISTANCE VIA TELEPHONE OR FAX

We are available to take your calls Monday through Friday from 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays. **Note: You are responsible for all toll charges when calling**.

To ensure the quickest service you will need to be at your computer and have the following information at hand:

• A complete listing of your computer's hardware. **(Contact your computer manufacturer if you are unsure.)**
• What version of Windows® you are using.
• A copy of your DirectX Diagnostics report.
   – Click on **Start.**
   – Click on **Run.**
   – Type *dxdiag.*
   – Click on **OK.**
   – Click on the **Save Information** button and save the file to your computer.
   – *When you call our Technical Support line either have this file open or have a printed copy. If you send an email query you may attach the file to the email.*
• What error message(s), if any, you have had.
• How the game is currently configured.

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS, STRATEGIES OR CODES.

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.**

Your postage paid package should be sent to the following address:

Eidos, Inc. Customer Services
RMA# (include your authorization number here)
651 Brannan Street, suite 400
San Francisco, CA 94107

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